

Project Title	Funding	Strategic Plan Objective	Institution
Collaborative research: Computational behavioral science: Modeling, analysis, and visualization of social and communicative behavior	\$0	Q1.L.B	University of Southern California
Collaborative research: Computational behavioral science: Modeling, analysis, and visualization of social and communicative behavior	\$0	Q1.L.B	University of Illinois
Collaborative research: Computational behavioral science: Modeling, analysis, and visualization of social and communicative behavior	\$24,000	Q1.L.B	Georgia Tech Research Corporation
Collaborative research: Computational behavioral science: Modeling, analysis, and visualization of social and communicative behavior	\$0	Q1.L.B	Massachusetts Institute of Technology
Collaborative research: Computational behavioral science: Modeling, analysis, and visualization of social and communicative behavior	\$0	Q1.L.B	Trustees of Boston University
Collaborative research: Computational behavioral science: Modeling, analysis, and visualization of social and communicative behavior	\$16,000	Q1.L.B	Carnegie Mellon University
I-Corps: Video Interface for Behavioral Evaluation	\$50,000	Q1.L.C	University of Kentucky
CAREER: Enabling community-scale modeling of human behavior and its application to healthcare	\$16,000	Q1.Other	Cornell University
INT2-Large: Collaborative research: Developing social robots	\$0	Q1.Other	University of California, San Diego
A Sociology of Testing, Diagnosis and Autism Spectrum Disorder	\$0	Q1.S.C	University of Wisconsin
Gesture as a forerunner of linguistic change- insights from autism	\$0	Q2.L.A	Georgia State University
CAREER: The role of prosody in word segmentation and lexical access	\$0	Q2.Other	Michigan State University
CAREER: Typical and atypical development of brain regions for theory of mind	\$151,160	Q2.Other	Massachusetts Institute of Technology
Action anticipation in infants	\$0	Q2.Other	University of Chicago
CAREER: Dissecting the neural mechanisms for face detection	\$0	Q2.Other	California Institute of Technology
CAREER: Integrative behavioural and neurophysiological studies of normal and autistic cognition using video game environments	\$0	Q2.Other	Cornell University
HCC:Small:Computational studies of social nonverbal communication	\$0	Q2.Other	University of Southern California
Collaborative Research: Revealing the Invisible: Data-Intensive Research Using Cognitive, Psychological, and Physiological Measures to Optimize STEM Learning	\$532,028	Q2.Other	TERC Inc
Neural basis of cross-modal influences on perception	\$0	Q2.Other	University of California, San Diego
Synchronous activity in networks of electrically coupled cortical interneurons	\$0	Q2.Other	University of California, Davis

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Collaborative Research: Revealing the Invisible: Data-Intensive Research Using Cognitive, Psychological, and Physiological Measures to Optimize STEM Learning	\$270,363	Q2.Other	Landmark College
Collaborative Research: Revealing the Invisible: Data-Intensive Research Using Cognitive, Psychological, and Physiological Measures to Optimize STEM Learning	\$365,480	Q2.Other	Massachusetts Institute of Technology
SHB: Type II (INT): Synthesizing self-model and mirror feedback imageries with applications to behavior modeling for children with autism	\$0	Q2.Other	University of Kentucky
MRI: Acquisition of an Infrared Eye Tracker to Study the Emergence, Use, Loss, and Requisition of Communication Skills	\$0	Q2.Other	Emerson College
Network Optimization of Functional Connectivity in Neuroimaging for Differential Diagnosis of Brain Diseases	\$5,000	Q2.Other	University of Washington
RI: Small: Addressing visual analogy problems on the raven's intelligence test	\$0	Q2.Other	Georgia Tech Research Corporation
CAREER: Statistical models and classification of time-varying shape	\$0	Q2.Other	University of Utah
BRIGE: Emotion mapping of children through human-robot interaction and affective computing	\$0	Q2.Other	University of Louisville
Experience and cognitive development in infancy	\$0	Q2.Other	University of California, Davis
A history of behavioral genetics	\$0	Q3.Other	University of Pittsburgh
HCC-Medium: Personalized socially-assistive human-robot interaction: Applications to autism spectrum disorder	\$0	Q4.Other	University of Southern California
A novel adaptive transactional virtual reality-based assistive technology for autism intervention	\$0	Q4.Other	Vanderbilt University
EAGER: Studying Emotional Responses of Children with Autism in Interaction with Facially Expressive Social Robots	\$80,000	Q4.Other	University of Colorado, Denver
CAREER: Combining Crowdsourcing and Computational Creativity to Enable Narrative Generation for Education, Training, and Healthcare	\$99,657	Q4.Other	Georgia Tech Research Corporation
Individualized Adaptive Robot-Mediated Intervention Architecture for Autism	\$0	Q4.Other	Vanderbilt University
EAPSI: Design of augmentative and alternative communication devices for Japanese children with Autism Spectrum Disorder	\$5,070	Q5.L.A	Ringland Kathryn E
Variations in Meaning and Community Response to Illness	\$193,972	Q5.Other	University of Illinois at Chicago
KSU student chapter of the IEEE EMBS as a focal point for senior design projects to aid children with disabilities	\$0	Q5.Other	Kansas State University

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Social Presence During Instructor Mediated Synchronous Versus Asynchronous On-Line Course Discussions: A Study of Undergraduate Students with Disabilities Learning Statistics	\$486,970	Q6.Other	Landmark College
LSS postdoctoral fellowship: Autism, social science and law	\$0	Q6.Other	University of Utah
Predictors of success in postsecondary STEM education and employment for students with autism	\$0	Q6.S.A	SRI International
Building a Unified Research Agenda for K-12 Online Learning Environments to Improve STEM Outcomes for Students with Learning Disabilities and Students with Autism Spectrum Disorder	\$586,021	Q7.Other	SRI International

